IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method of scaling a three-dimensional
input model (100)—in a three-dimensional input space into a three-
dimensional output model $\frac{(200)}{}$ which fits in a predetermined three-
dimensional output space—(104), whereby—said method comprising the
<pre>steps of:</pre>
projecting, using computing means of a scaling unit, a
first input surface (106)—in the three-dimensional input space,
having a first distance to a viewpoint, is projected to a first
output surface (110) —in the predetermined three-dimensional output
space by applying a first scaling factor; and
projecting, using computing means of a scaling unit, and
whereby a second input surface (108)—in the three-dimensional input
space, having a second distance to the viewpoint, which is smaller
than the first distance, is projected to a second output surface
(112)—in the predetermined three-dimensional output space, by
applying a second scaling factor which is larger than the first
scaling factor.
2. (Currently Amended) A—The method as claimed in Claim 1,
whereby wherein said step of projecting a first input surface
comprises:
projecting a first input data point of the three-
dimensional input $model-(100)$, being located at the first input

surface, (106) is projected to a first output data point of the three-dimensional output model, being located at the first output surface, (110) by means of using a perspective projection relative to the viewpoint.

3. (Currently Amended) A—The method as claimed in Claim 2, whereby wherein said step of projecting a second input surface comprises:

<u>projecting</u> a second input data point of the three-dimensional input model—(100), being located at the second input surface, (108) is projected—to a second output data point of the three-dimensional output model, being located at the <u>first_second</u> output surface, (110) by means of using a perspective projection relative to the viewpoint.

4. (Currently Amended) A—The method as claimed in Claim 2, whereby wherein said step of projecting a second input surface comprises:

projecting a second input data point of the three-dimensional input model—(100), being located at the second input surface, (108) is projected—to a second output data point of the three-dimensional output model, being located at the first—second output surface, (110) by means of using a perspective projection relative to a further viewpoint.

- (Currently Amended) A scaling unit (404)—for scaling a three-dimensional input model (100)—in a three-dimensional input space into a three-dimensional output model (200)—which fits in a predetermined three-dimensional output space-(104), said scaling <u>unit</u> comprising computing means (407) for computing coordinates of output data points of the three-dimensional output model corresponding to respective input data points of the threedimensional input model, whereby wherein a first one of the input data points which is located at a first input surface (106)—in the three-dimensional input space, having a first distance to a viewpoint, is projected to a first one of the output data points which is located at a first output surface (110) in the predetermined three-dimensional output space by applying a first scaling factor, and whereby wherein a second one of the input data points which is located at a second input surface (108) in the three-dimensional input space, having a second distance to the viewpoint, which is smaller than the first distance, is projected to a second one of the output data points which is located at a second output surface (112)—in the predetermined three-dimensional space, by applying a second scaling factor which is larger than the first scaling factor.
- 6. (Currently Amended) An image processing apparatus (400) comprising:
- [[-]] receiving means (402)—for receiving a signal representing a three-dimensional input model;

- [[-]] a scaling unit (404)—as claimed in Claim 5 for scaling a three-dimensional input model into a three-dimensional output model; and
- [[-]] rendering means (405)—for rendering a three-dimensional image on basis of the three-dimensional output model.
- 7. (Currently Amended) An image processing apparatus (400) as claimed and in Claim 6, wherein said image processing apparatus further comprising comprises a display device (406) for displaying the three-dimensional image.
- (Currently Amended) A computer-readable medium having stored thereon a computer program product to be loaded by-into a computer arrangement, the computer program comprising instructions for causing the computer arrangement to scale a three-dimensional input model (100) in a three-dimensional input space into a threedimensional output model (200)—which fits in a predetermined threedimensional output space (104), the computer arrangement comprising processing means and a memory, the computer program-product, after being loaded, providing causing said processing means with the capability to compute coordinates of output data points of the three-dimensional output model corresponding to respective input data points of the three-dimensional input model, whereby a first one of the input data points which is located at a first input surface (106) in the three-dimensional input space, having a first distance to a viewpoint, is projected to a first one of the output

data points which is located at a first output surface (110)—in the predetermined three-dimensional output space by applying a first scaling factor, and whereby a second one of the input data points which is located at a second input surface (108)—in the three-dimensional input space, having a second distance to the viewpoint, which is smaller than the first distance, is projected to a second one of the output data points which is located at a second output surface (112)—in the predetermined three-dimensional space, by applying a second scaling factor which is larger than the first scaling factor.